

a connector for operatively connecting to a computer-readable medium having a processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from the input devices in order to generate displays for the video game on the liquid crystal display,

wherein the processing circuitry uses the processing speed setting attribute of the computer-readable medium in order to set a processing speed for processing the video game program, and

wherein the computer-readable medium also has a machine identification program for identifying the type of hand-held display system with which the computer-readable medium is used.

38. (Amended) The hand-held display system according to claim 34, further comprising at least one operation occurring at a speed different than the processing speed for processing the video game program.

### **REMARKS**

Reconsideration and allowance of the subject patent application are respectfully requested.

The Advisory Action dated April 15, 2003 indicates that claims 25-32 and 34-37 are objected to. Claims 25, 27, 29, 31, 34 and 36 have been written in self-standing independent form and are now believed to be allowable. (Applicants note that "memory media" in claims 29 and 31 has been changed to --memory

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medium--.) Claims 26, 28, 30, 32, 35 and 37 each depends from one of these allowable claims and are also believed to be allowable. Claim 38 has been amended to depend from claim 34 and thus claims 38 and 39 (which depends from claim 38) are also believed to be allowable. Claims 21, 22, 33 and 40 have been canceled without prejudice or disclaimer.

The pending claims are believed to be in condition for allowance and early notification to that effect is respectfully requested.

Respectfully submitted,

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A handwritten signature in cursive script, reading "Michael J. Shea", is written over a horizontal line.

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Version marked to show changes made

IN THE SPECIFICATION

Claims 25, 27, 29, 31, 34, 36 and 38 have been amended as follows:

25. (Amended) A [The] game program storage medium for use with a portable game machine having a processor operable at a plurality of different clock speeds [according to claim 21], said game program storage medium storing clock speed data usable by said portable game machine in a process for setting a clock speed of said processor and further storing compatibility data usable by the processor of the portable game machine to determine compatibility of the game program storage medium with the portable game machine.

27. (Amended) A [The] game program storage medium for use with a portable game machine having a processor operable at a plurality of different clock speeds [according to claim 21], said game program storage medium storing clock speed data usable by said portable game machine in a process for setting a clock speed of said processor and further storing a machine identification program for identifying the type of portable game machine with which the game program storage medium is used.

29. (Amended) For use with a portable game machine having a game program executing processing system including a microprocessor to execute a video game program and player controls operable by a player to generate video game control

signals; a [The] portable storage device [according to claim 22,] for controlling the operation of said portable game machine comprising:

a memory medium for storing video game instructions and graphics and sound data for said video game program; and

a connector for coupling said video game instructions and said graphics and sound data retrieved from said memory medium to said portable game machine,

said video game instructions including a command for causing said microprocessor to be set at one of a plurality of different clock speeds,

wherein the memory medium [media] further stores compatibility data usable by the microprocessor of the portable game machine to determine compatibility of the portable storage device with the portable game machine.

31. (Amended) For use with a portable game machine having a game program executing processing system including a microprocessor to execute a video game program and player controls operable by a player to generate video game control signals; a [The] portable storage device [according to claim 22,] for controlling the operation of said portable game machine comprising:

a memory medium for storing video game instructions and graphics and sound data for said video game program; and

a connector for coupling said video game instructions and said graphics and sound data retrieved from said memory medium to said portable game machine,

said video game instructions including a command for causing said microprocessor to be set at one of a plurality of different clock speeds,

wherein the memory medium [media] further stores a machine identification program for identifying the type of portable game machine with which the portable storage device is used.

34. (Amended) A [The] hand-held display system for playing a video game [according to claim 33], comprising:

a housing grippable by a user's hands;

a liquid crystal display viewable by the user gripping the housing;

input devices operable by the user when the user grips the housing;

a connector for operatively connecting to a computer-readable medium having a processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from the input devices in order to generate displays for the video game on the liquid crystal display,

wherein the processing circuitry uses the processing speed setting attribute of the computer-readable medium in order to set a processing speed for processing the video game program, and

wherein the computer readable medium also has compatibility data usable by the processing circuitry to determine compatibility of the computer-readable medium with the hand-held display system.

36. (Amended) A [The] hand-held display system for playing a video game [according to claim 33], comprising:

a housing grippable by a user's hands;

a liquid crystal display viewable by the user gripping the housing;

input devices operable by the user when the user grips the housing;

a connector for operatively connecting to a computer-readable medium having a processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from the input devices in order to generate displays for the video game on the liquid crystal display,

wherein the processing circuitry uses the processing speed setting attribute of the computer-readable medium in order to set a processing speed for processing the video game program, and

wherein the computer-readable medium also has a machine identification program for identifying the type of hand-held display system with which the computer-readable medium is used.

38. (Amended) The hand-held display system according to claim 34 [33], further comprising at least one operation occurring at a speed different than the processing speed for processing the video game program.